

**Background**

The village of Cormoronte. The players awaken in the pre-dawn light to a terrible rumble. Somewhere a levy has broken and the village is now flooded, with just a few buildings on the high ground left exposed. And the water is not the worst of it.

There is something in the water causing the dead to rise again. Strange, glittering patches of purple-orange oil can be spotted on the water. If analyzed with magic it seems to have some zombie-creating properties. It is mildly toxic on its own, causing 1 point of damage if touched or 1d damage if drunk. This is what creates "waterborne", the flood zombies. Apart from their origin, the waterborne can be treated as regular zombies.

The players start in the Wasserblick inn, where they were roused from their dreams. The innkeeper Bastol and taverner D'mattis beseech the players to rescue whomever they can and bring them back to the inn. The inn has an eight-person boat that is used for fishing on the river, and they will loan it to the players for the rescue effort. Bastol reports that some of the townsfolk would have been preparing for the fete at the longhouse across town, so that's an important place to check. D'mattis adds that some of the hermetic monks in the penitent farming enclave may have survived as well.

Players will need the *Swimming* talent to effectively get around in the water without a boat, and to search underwater buildings. *Diving* talent gives a bonus with these feats, and *Boating* talent makes managing the boat easier.

A dangerous undercurrent exists where the river runs through the town. Any time the party crosses this in the boat, it adds an extra die of difficulty to the regular boat-handling roll. Consult the *Boating* talent and *Water* rules in the *In The Labyrinth* book for more about how to handle the characters on (and in) the water.

The main map is at Village Map scale (10 yd/hex). The building plans are at Combat Hex Map scale (4 ft/hex). The wooden-stake stockade fence around the penitent farm is twenty feet high, and rises eight feet above the floodwaters.

Map Encounters

A – Wasserblick inn. Innkeeper Bastol, taverner D'mattis, and town physicker Thurlin are ready to receive the survivors you bring them.

B – Sanderson, the town's old priest, is trapped on the roof of his cottage by a waterborne bear. The shacks here are abandoned.

Waterborne Bear: ST 20, DX 11, IQ 0, MA 8; 2d dmg, 2 pt armor

Sanderson: ST 7, DX 9, IQ 11, MA 10

C – Gileut, a weaver and chemist, is stranded in her shack here. She has a lame leg and cannot swim.

Gileut: ST 10, DX 13, IQ 9, MA 6

D – You hear barking coming from the back room of this cottage. If

you enter you discover that a large water viper in the hall has a dog trapped in the back room. If you save the dog she is friendly and the townsfolk recognize her as Daffodil. The water viper is venomous, and if its bite does damage, the victim must make a 4/ST saving roll or take 2d damage from the venom.

Water Viper: ST 6, DX 12, IQ 4, MA 6; 1d-2 bite

Daffodil: ST 6, DX 13, IQ 6, MA 12; 1d-1 bite

E – The cottage of Lompac the miller is overrun with river rats (40 of them). If you manage to wipe out the rats, you discover his gnawed body, still clutching the meat cleaver he tried to defend himself with.

River Rat: ST 1, DX 10, IQ 6, MA 10; nuisance creature

F – This the gatehouse before the great gate in the stockade fence. Brother Chasen is here, and he begs you to take him into the stockade to check on the other penitents. Enter through the gate.

Brother Chasen: ST 10, DX 10, IQ 10, MA 10

G – Brother Tamerlan is here, trapped under his collapsed yurt by a dead tree that the surging water brought down. It requires a combined ST of 50 to move the tree off of the yurt.

Brother Tamerlan: ST 8, DX 12, IQ 11, MA 10

H – The cottage here is the main office of the penitents. Sister Marqile is inside, with four waterborne wandering the land nearby.

Sister Marqile: ST 10, DX 12, IQ 10, MA 10

K – The shack of Kelleg the moneylender. He has barricade himself inside and is shouting at the three waterborne outside to go away. He will do the same with the party, even if they defeat the waterborne. He is more worried about his possessions than the flood and refuses to be evacuated to the inn.

Kelleg: ST 8, DX 10, IQ 11, MA 10

M – The longhouse is in a state of siege. Aknar the smith and her daughter Brynlun, along with the carpenter Penwith, are trying to hold the building against an attack by six waterborne.

Aknar: ST 14, DX 12, IQ 10, MA 10; Great Hammer

Brynlun: ST 9, DX 13, IQ 11, MA 10; Small Bow

Penwith: ST 13, DX 12, IQ 10, MA 10; War Ax

N – The child Beru is hiding quietly in this yurt. A crazed waterborne cow is wandering this spit of dry land and will attack anyone it finds.

Waterborne Cow: ST 24, DX 11, IQ 0, MA 10; 1d+3 dmg

Beru: ST 5, DX 8, IQ 7, MA 8

P – There is a toll coinbox in the back room of the sunken tollhouse by the road. It contains 6d x \$10 in coins. A waterborne, the drowned tollmaster, is floating in the main room, waiting.

Tollmaster: ST 15, DX 10, IQ 0, MA 10; 1d dmg

Q – A spectral figure can be seen hovering above the water. It vanishes, and if the players go to that spot, they discover a floating wooden box with a sleeping infant inside. The figure was Aknar's husband Helbrith, and the infant is their son Jonah.

Waterborne Table – Roll 2d for each random waterborne enemy from this table. All have an effective zombie IQ of 0.

Type	ST	DX	MA	Dmg	Type	ST	DX	MA	Dmg	Type	ST	DX	MA	Dmg
2 Wolf	10	14	12	1d+1	6 Human	11	11	10	1d-2	10 Human	13	12	10	1d-1
3 Dwarf	15	10	10	1d	7 Human	10	12	10	1d-3	11 Orc	16	9	10	1d
4 Human	14	11	10	1d-1	8 Human	12	10	10	1d-2	12 Puma	12	14	12	1d+1
5 Human	13	11	10	1d-1	9 Human	14	10	10	1d-1					

Loot Table – Each player searching a building above or below water should make a roll to see if they find anything there. For buildings above the water, roll 3/IQ. For buildings below the water roll 5/IQ, or 4/IQ for players with *Swimming*, or 3/IQ for those with *Diving*. If any searcher succeeds, roll 1d on the table below to see what is found for that building (one loot item per building). Add the following to the roll depending on the kind of building being searched: yurt +0, shack +1, cottage +2, longhouse +4, public +6.

1 necklace of brass bells (\$12)

2 jar of balm (\$18)

3 well-made boots (\$24)

4 bone flute (\$32)

5 silver trinket (\$40)

6 phial of fragrant oil (\$50)

7 sack of coins (3d x \$10)

8 bottle of superb wine (\$75)

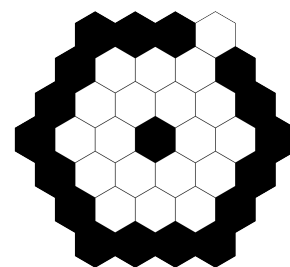
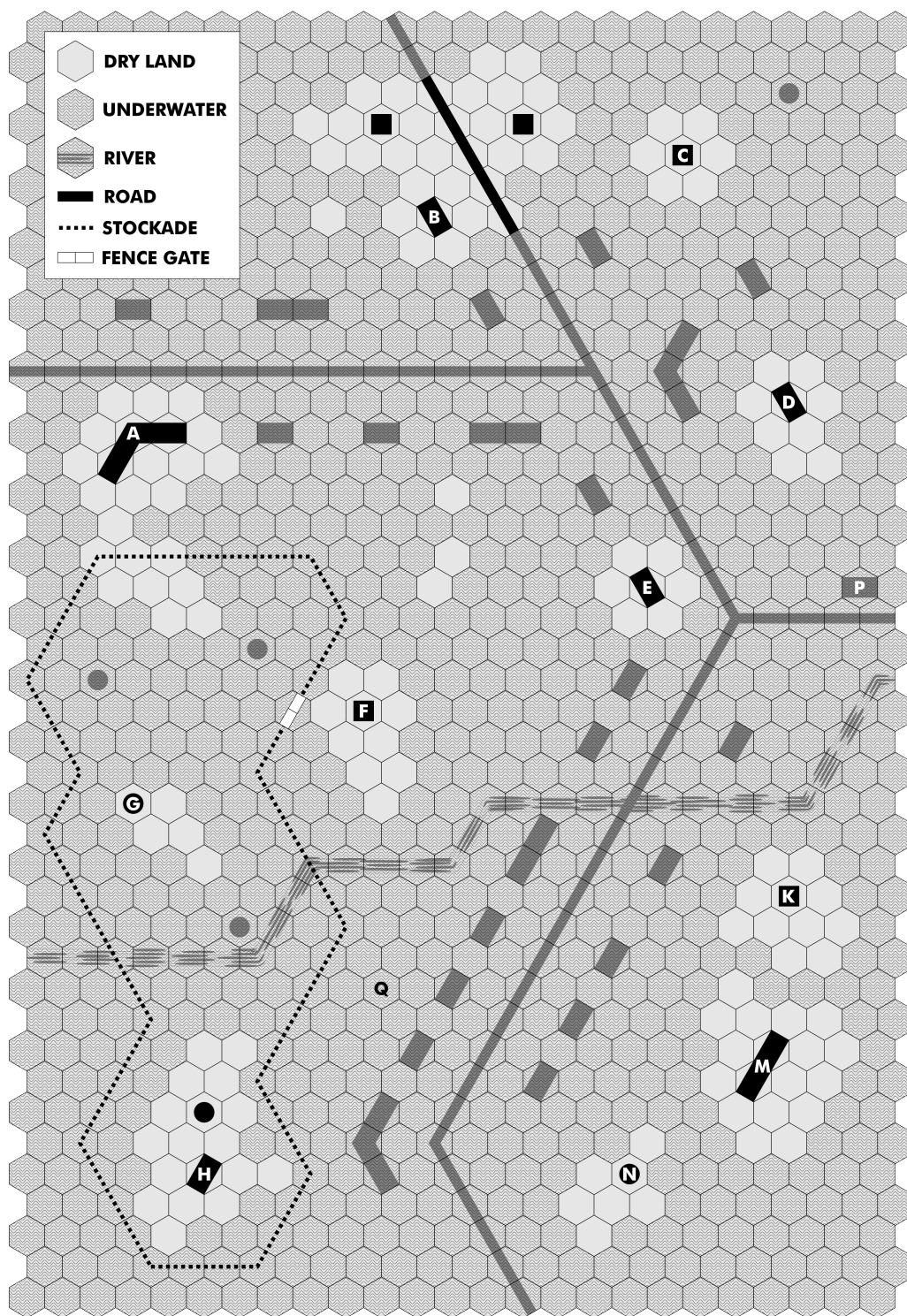
9 high quality knife (dagger +1 dmg, \$100)

10 community heirloom (\$200 reward)

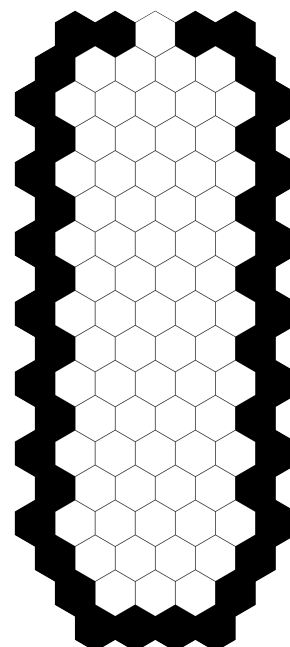
11 gold jewelry with gem (\$300)

12 amulet vs drowning (\$2000)

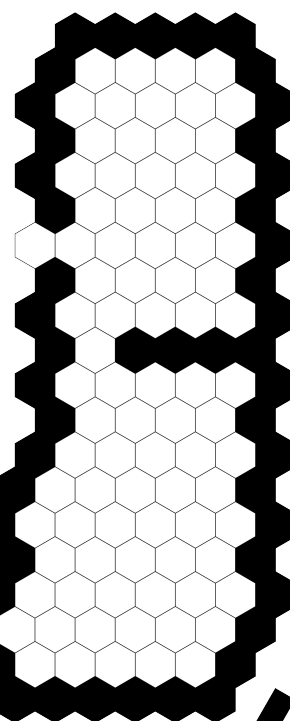
For every person (or dog) the players save, they get an additional 50 XP beyond what they earn in combat and feats. This is a humanitarian mission more than a loot quest, so there aren't many monetary rewards beyond what the players find on their own. These people have just lost everything, after all. But they will be grateful, and if there are other ways they can pay the players back they will be happy to do so.



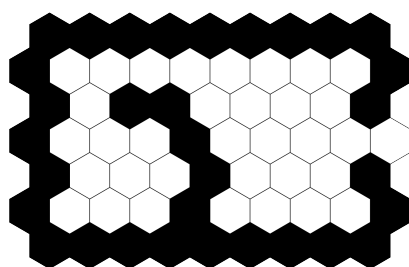
● YURT



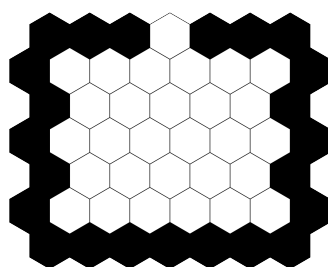
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